

The NETT

DECLARER'S THOUGHT PROCESS

Declarer's thought process follows two different paths depending on whether the auction ends in a notrump contract or a suit contract.

- In a notrump contract, Declarer determines the number of winners *to establish*.
- In a suit contract, Declarer determines the number of losers *to eliminate*.

The key to successfully making a contract often is applying the following thought process:

- **N**umber of Winners/Losers
- **E**stablish/Eliminate
- **T**echnique
- **T**ransportation

THINKING PROCESS IN NOTRUMP CONTRACTS

NUMBER OF WINNERS TO CREATE IN NOTRUMP CONTRACTS

The number of winners Declarer needs to make the contract is calculated by adding the Book Number to the Contract Number. The book number is always six. This is based on the scoring requirement that there is no score for the first six tricks.

ESTABLISHING WINNERS IN NOTRUMP CONTRACTS

Winners are established through honor cards and long suits. To determine the number of winners to be established, Declarer must first count the Sure Winners between Declarer's Hand and the Dummy. Once Declarer knows the sure winner total, the number of winners to establish is also known. There are two types of winners: Sure Winners and Potential Winners.

TECHNIQUES IN NOTRUMP

There are three Play Techniques used in notrump contracts to turn Potential Winners into Sure Winners:

- *Promotion* ~ Sacrifice an honor to promote an underlying honor.
- *Long Suit Development* ~ Run the Defenders out of cards in the Working Suit
- *Finesse* ~ Remove one Defender from the trick.

TRANSPORTATION IN NOTRUMP CONTRACTS

Once the Sure Winners and Potential Winners have been counted and the Working Suit is identified, the final thought is planning the transportation between Declarer's hand and Dummy. Just as there are Working Suits, there are also *Transportation Suits*. Transportation Suits often have Sure Winners that may be used to travel between the Declarer Hand and Dummy.

There are two Transportation Techniques in notrump contracts:

- *High Card from the Short Side* ~ Play high cards from the shorter length side to retain a small card to travel over to the longer length side.
- *Unblocking* ~ Play high cards without little cards, then use a side suit as a Transportation Suit to enjoy the remaining high cards in the opposite hand.

THINKING PROCESS IN SUIT CONTRACTS

NUMBER OF LOSERS TO ELIMINATE IN SUIT CONTRACT

Declarer calculates the losers allotted to make the contract by subtracting the number of winners required from thirteen. The number of losers to eliminate is the difference between the allotted losers and the actual losers.

ELIMINATING LOSERS IN A SUIT CONTRACT

Losers are eliminated through the three notrump techniques plus two additional play techniques unique to suit contract. To determine the number of losers to be eliminated, Declarer must first count the losers in the *Master Hand*.

TECHNIQUES IN SUIT CONTRACTS

There are five play techniques available to Declarer in suit contracts. The three notrump play techniques plus two additional play technique specific to suit contracts:

- *Promotion* ~ Sacrifice an honor to promote an underlying honor.
- *Long Suit Development* ~ Run the Defenders out of cards in the Working Suit
- *Finesse* ~ Remove one Defender from the trick.

Plus...

- *Trumping* ~ When the working suit has an uneven side suit with shortness in the non—master hand.
- *Discarding* ~ When the working suit has an uneven side suit with shortness in the Master Hand and extra winners in the long side.

TRANSPORTATION IN SUIT CONTRACTS

Once the Fast Losers and Slow Losers have been counted and the Working Suit is identified, the final thought is planning the transportation between Declarer's hand and Dummy. In addition to the two Transportation Techniques in Notrump Contracts, Suit Contracts have a Transportation Technique called Trumping:

- *High Card from the Short Side* ~ Play high cards from the shorter length side to retain a small card to travel over to the longer length side.
- *Unblocking* ~ Play high cards without little cards, then use a side suit as a Transportation Suit to enjoy the remaining high cards in the opposite hand.

Plus...

- *Trumping* ~ The Trump Suit may be used to travel between Declarer's Hand and Dummy.